Humane Interface: Four Laws
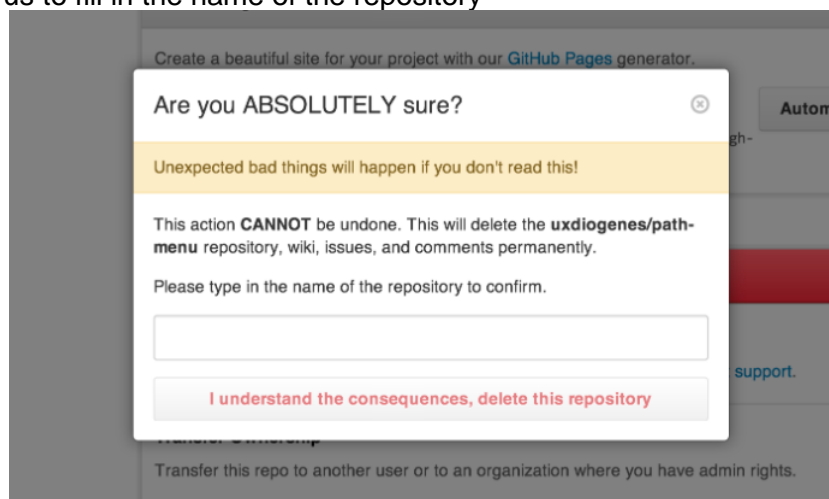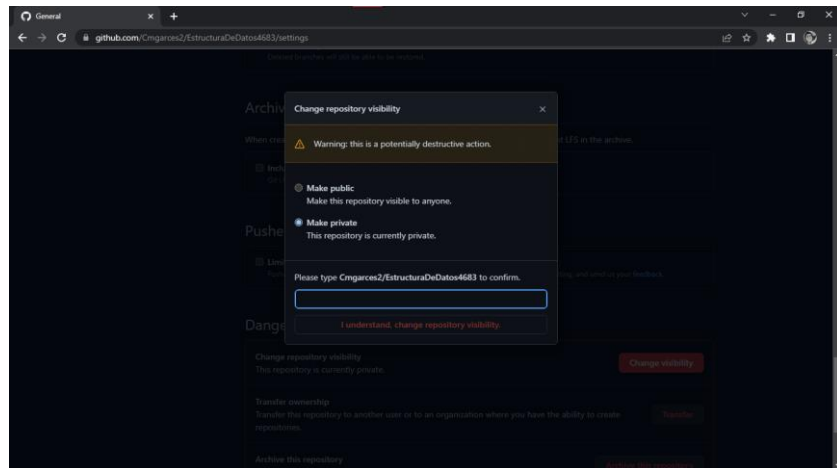
- 1st Law: A computer shall not harm your work or, through inaction, allow your work to come to harm.
- 2nd Law: A computer shall not waste your time or require you to do more work than is strictly necessary.
- 3rd Law: An interface is humane if it is responsive to human needs and considerate of human frailties.
- 4th Law: The user should set the pace of interaction

TEAM 1   10/10   8/10
1 ALVARADO PINOS MATIAS FERNANDO
5 COYAGO ARCE EUNICE PAMELA
9 GARCES MOSQUERA CHRISTIAN MARCE
13 LEMA VILLARROEL ALLISON CAMILA
17 SALAZAR CEVALLOS CARLOS DANIEL
21 TIPANGUANO SANTAMARIA SAMANTHA NICOLE
1st Law:

Good Example

1. A great example of this in action is the GitHub repository delete dialog. Unlike other commit-style dialogs, this one forces you to type the repository name to continue.
2. When changing the repository to Public we also get a dialog box that tells us to fill in the name of the repository

Bad Example

at the time of changing the telephone with which it is configured, you cannot access the system until the moment you update the data and if you are not close to the confirmation accounts, you cannot access the receipts
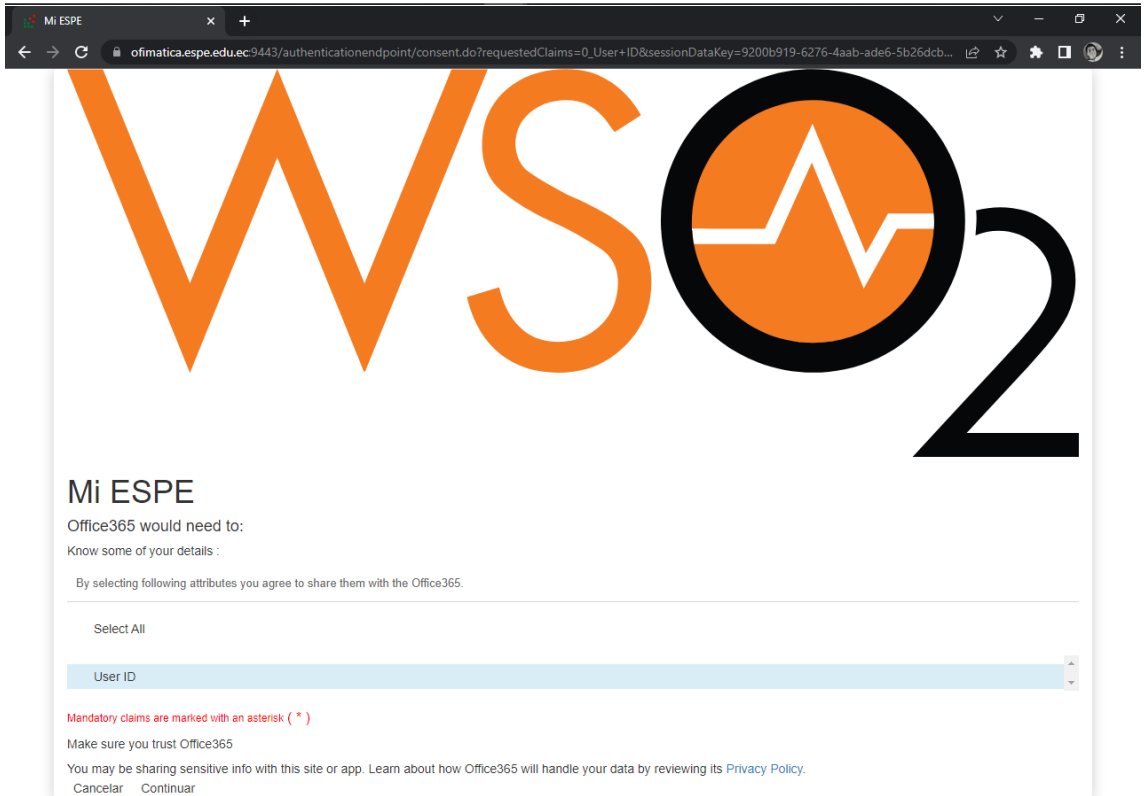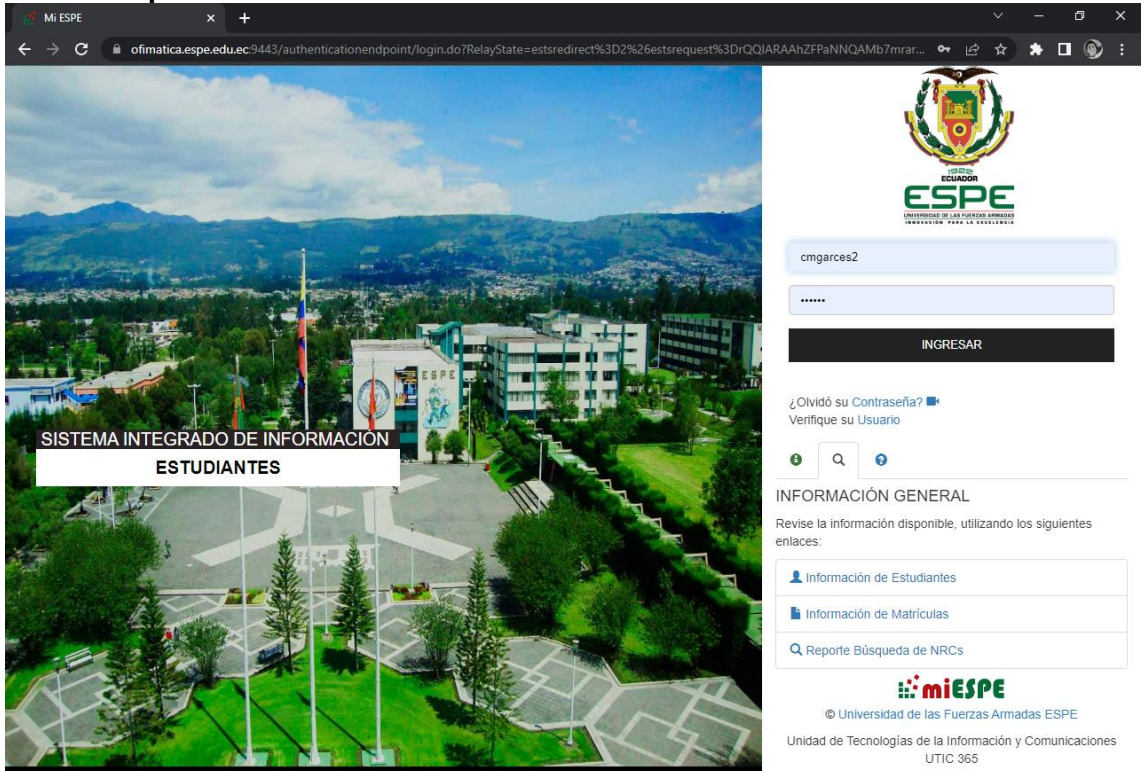
2nd Law:

Good Example
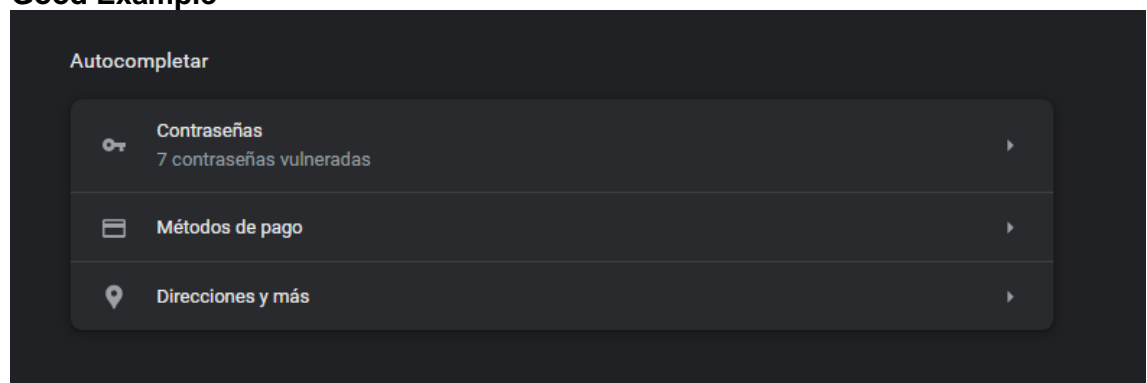
Bad Example

3rd Law:
    Good Example

Bad Example

4th Law:

Good Example

Bad Example

CINEMARK

CARTELERA   TEATROS   SNACKBAR   PROMOCIONES

✕ CANCELAR COMPRA   ⭐ ——— 🪑 ——— 🍿 ——— 📰 ——— 💳   Tiempo restante 09:31 🕐
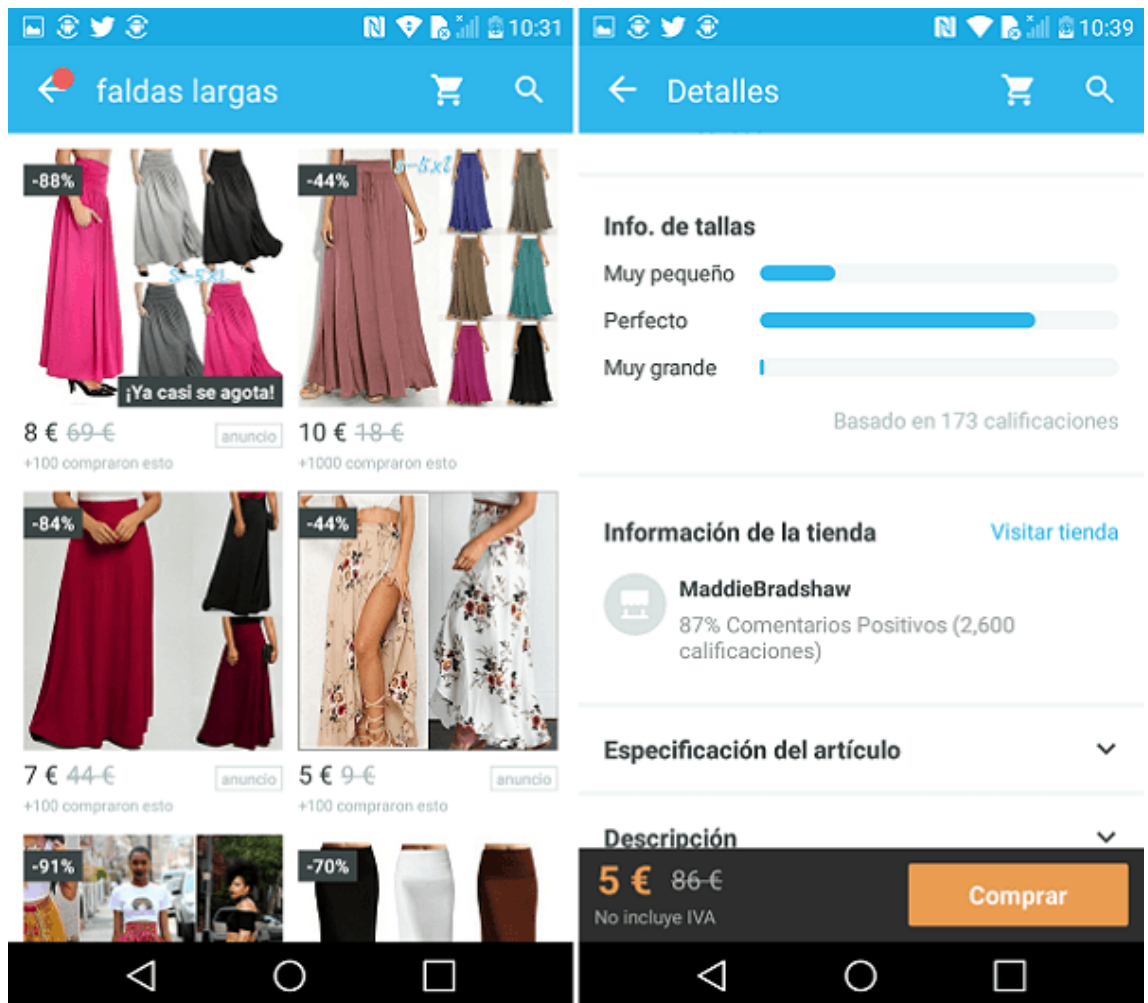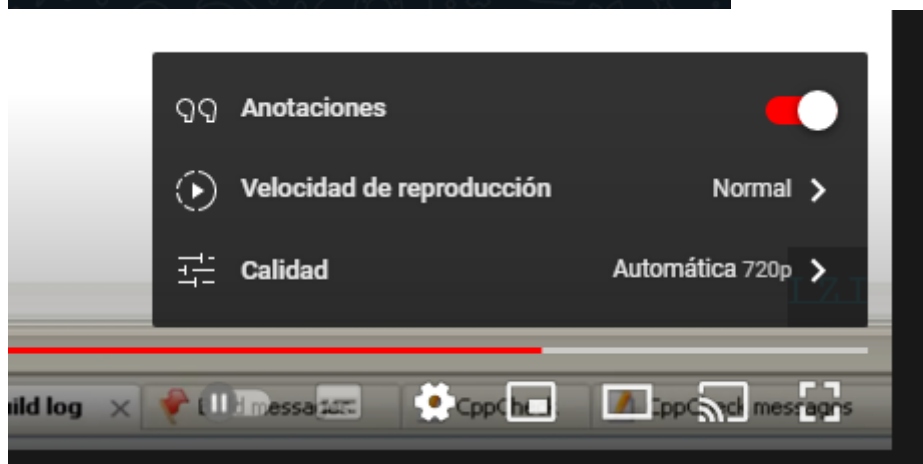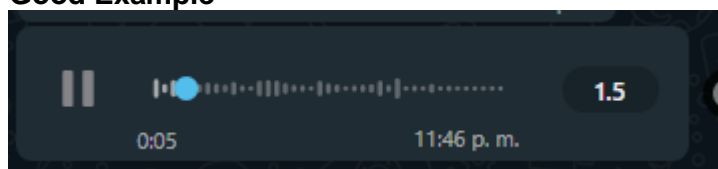
FORMATOS
2D

TEATRO

A					A15	A14	A13	A12	A11	A10	A9	A8	A7	A
B	B20	B19	B18	B17	B16	B15	B14	B13	B12	B11	B10	B9	B8	B7	B
C	C20	C19	C18	C17	C16	C15	C14	C13	C12	C11	C10	C9	C8	C7	C
D	D20	D19	D18	D17	D16	D15	D14	D13	D12	D11	D10	D9	D8	D7	D
E	E20	E19	E18	E17	E16	E15	E14	E13	E12	E11	E10	E9	E8	E7	E
F	F20	F19	F18	F17	F16	F15	F14	F13	F12	F11	F10	F9	F8	F7	F
G	G20	G19	G18	G17	G16	G15	G14	G13	G12	G11	G10	G9	G8	G7	G
H	H20	H19	H18	H17	H16	H15	H14	H13	H12	H11	H10	H9	H8	H7	H

🛒¹ $ 7

PASO ANTERIOR   CONTINUAR